

**Amendment to the Claims**

Please amend the claims as follows.

1. (original)A method for the efficient display of large strategies, comprising the steps of:

displaying in a strategy view an on screen part of a strategy that is not affected by an off screen part of said strategy;  
showing detail in said display where it is important;  
always showing a condition path in said display;  
providing said display without scroll bars;  
providing navigational shortcuts for traversing said strategy view;  
providing navigational cues in said display;  
fitting as much information on said display as possible;  
maintaining a consistent top of the strategy-children orientation in said display;  
fitting said display into a rectangular view; and  
rendering all strategies.

2. (original) A computer implemented process implemented in a computer program that is stored in a tangible storage medium, said storage medium comprising:

a computer program for performing any of the steps of:

displaying in a strategy view an on screen part of a strategy that is not affected by an off screen part of said strategy;  
showing detail in said display where it is important;  
always showing a condition path in said display;  
providing said display without scroll bars;  
providing navigational shortcuts for traversing said strategy view;  
providing navigational cues in said display;  
fitting as much information on said display as possible;  
maintaining a consistent top of the strategy-children orientation in said display;  
fitting said display into a rectangular view; and  
rendering all strategies.

3. (currently amended) A method for the efficient display of large strategies, comprising the steps of:

providing a strategy;  
providing a strategy view display of said strategy;  
always showing a condition path in said display;  
wherein if a portion of said strategy is not being viewed, it has no effect on layout of a visible portion of said strategy;  
wherein said strategy layout is dynamic and adaptable to a current portion of said strategy being viewed; and  
wherein a user may view, in its entirety, a portion of said strategy on which said user currently wants to concentrate.

4. (currently amended) A method for the efficient display of large strategies, comprising the steps of:

providing a strategy;  
providing a strategy view display of said strategy;  
always showing a condition path in said display;  
defining a single segment of said strategy as a focal point of said display; and  
displaying segments with less detail the farther away they are from said focal point.

5. (original) A method for the efficient display of large strategies, comprising the steps of:

providing a strategy;  
providing a strategy view display of said strategy; and  
always displaying a set of conditions needed to reach a single segment currently selected as a focal point.

6. (currently amended) A method for the efficient display of large strategies, comprising the steps of:

providing a strategy;  
providing a strategy view display of said strategy; and  
always showing a condition path in said display; and

instead of providing scroll bars, accomplishing navigation by hopping from segment to segment.

7. (currently amended) A method for the efficient display of large strategies, comprising the steps of:

providing a strategy;

providing a strategy view display of said strategy;

always showing a condition path in said display;

wherein selecting any segment makes that segment a focal point; and

wherein selecting any element in a decision path makes a corresponding segment the focal point.

8. (currently amended) A method for the efficient display of large strategies, comprising the steps of:

providing a strategy;

providing a strategy view display of said strategy; and

always showing a condition path in said display; and

providing navigational cues which may comprise smooth, double-buffered animation transitions.

9. (currently amended) A method for the efficient display of large strategies, comprising the steps of:

providing a strategy;

providing a strategy view display of said strategy;

always showing a condition path in said display;

using available display space to provide extra context for a focus node;

eliminating redundant information; and

rendering information as compactly as possible.

10. (original) The method of Claim 9, wherein widths of nodes and levels are only wide enough to fit a widest label.

11. (currently amended) A method for the efficient display of large strategies, comprising the steps of:

providing a strategy;  
providing a strategy view display of said strategy; and  
always showing a condition path in said display; and  
maintaining a consistent top of the strategy-children orientation;  
wherein a top of the strategy is always at a center, left most portion of said display.

12. (currently amended) A method for the efficient display of large strategies, comprising the steps of:

providing a strategy;  
providing a strategy view display of said strategy; and  
always showing a condition path in said display; and  
fitting said display into a rectangular view;  
wherein said strategy layout is dynamic and adaptable to a current portion of said strategy being viewed.

13. (currently amended) A method for the efficient display of large strategies, comprising the steps of:

providing a strategy; and  
always showing a condition path in said display; and  
providing a strategy view display of said strategy;  
wherein no assumption is made about a form of said strategies that are being rendered;  
wherein every strategy that a user or software provider creates can be displayed.

14. (currently amended) A method for the efficient display of large strategies, comprising the steps of:

providing a strategy;  
providing a strategy view display of said strategy; and  
always showing a condition path in said display; and  
selecting a portion of said strategy to display by choosing a branch of said strategy view to display and optionally how many levels of said branch to display.

15. (original) A method of Claim 14, wherein a branch segment is either displayed in its entirety or completely hidden.